# ATARI

Volume XI Issue 5 • May 1992 • The Newsletter of choice for Milwaukee Area Atari Enthusiasts since 1983

"If you believe, won't you please raise your hands. Let's hear your voices. let us know where you stand. Don't shout from the shadows. cause it won't mean a damn. Now more than ever!"

JOHN MELLENCAMP

Thanks to everyone who took time to come to the April meeting and cast a ballot for the elected officers in support of your local friendly user group. All elected offices will be held by the same people as last year. I could take up this whole article just mentioning all of the valuable volunteers that have helped to make my job look so easy, so let me just say that all of you know who you are!

By the time you read this, I will have presented to the Board of Directors my list of Appointed Officers for your club. All of the posiremain the same, with one sad exception. Tom Bardenwerper, our Copyright (Resale Shop) has resigned. According to Tom the main reason for he has very little free time, with attending school ing at the same time. Tom has been a member of since 1987, and as far back as I can remember my predominant thought of him through the years has been one of someone that has come forward and for the good of the club. Tom has been 8-Bit PD ST Vice President and Copyright (Resale Shop) And if that wasn't enough, he has always been there every GEN CON, the ComputerFest and countless

Attend the MilAtari Round Table tions will Librarian this is that and work-MilAtari always volunteered Librarian, Librarian. for

other activities that this club has been in. To say that we will all miss him is a mild way of putting it, indeed! Best of luck, Tom. Don't be a stranger! Happily, Mike Fabian has agreed to come forward and take over the Resale Shop.

At last month's meeting Carl tried a new concept on SIG's, calling it "The Round Table." This will be an ongoing forum for members with questions about either their computers or any software, or both. I think that the slogan for the Round Table should be "there is no such thing as a stupid question!" Please try to attend The Round Table, and let us know how we're doing and what we can do to help you.

We are in need of a stronger 8-Bit base at MilAtari. At present we are offering the AIM disk every month, but we still need someone to make copies for the membership. In addition, the Board of Directors would like to let the 8-Bit community of MilAtari know that we would back up any ideas that could stimulate this situation in any way. Please come forward! The future of your platform is truly in your own hands!

Where have we been in the past year? What's in store in the next year? In looking back over the months, I can honestly say that for me it has been one of the most fulfilling and educational years of all since I have been a member of MilAtari. We have come a long way, with the success of '91 GEN CON, the "coming together greatness" of the Chicago ComputerFest by Atari and the ongoing monthly (and, many times more often than that!) meetings in which loyal Atarians come together to share their love of this great machine that keeps us coming back for more! The future? Well, how about the '92 GEN CON for starters? This year promises to be the biggest yet, mainly because TSR will be celebrating their 25th year of GEN CON by joining forces with another gaming company, Origins! More on this in future articles, but let me close by saying that Atari is backing us up to the hilt for this event; let's not let them down!

Hope to see you on the 16th!

# This Month:

General Meeting Saturday, May 16 - NOON Greenfield Park Lutheran Church 1236 S. 115th St.

Executive Board Meeting Sunday, May 31 - 7:00 p.m. Shakey's 9638 W. National Avenue

# **NEXT MONTH:**

General Meeting Saturday, June 20 - NOON

# What's Inside:

- Chatting With...
   Rick Janowski
   by Linda Heinrich
- 8-Bit News Joe Sliker
- ST Public Domain Dennis Wilson
- ST Supplemental Bill Janutka
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- Mac Attack
   Bob Garlock



MilAtari Ltd. P.O. Box 14038 West Allis, WI 53214

# Membership

Membership in MilAtari Ltd. is open to all individuals and families interested in computing. Annual dues are \$22.00 per membership and includes a one year subscription to the MilAtari Limited Edition, access to the Publication Library, and allows purchases from all Public Domain Libraries and Resale Shop.

# Meetings

MilAtari Meetings are normally held on the third Saturday of each month at Greenfield Park Lutheran Church, 1236 S. 115th St. The doors open at noon. There is an hour milling period for members to socialize while browsing through the Publication Library, and making their purchases from the PD Libraries and Resale shop. We also have a station set up to demonstrate the newest ST PD offerings, or to help members with specific software problems with hands on assistance. The Business meeting begins at 1:00 p.m. Afterwards there are demonstrations of commercial software or small instructional groups form.

### Newsletter

The MilAtari Ltd. Edition is published by and for MilAtari Ltd.Opinions expressed herein are those of the individual authors and do not necessarily reflect the opinions of MilAtari Ltd., its officers or advertisers, none of which are affiliated in any way with Atari Corp., except where noted otherwise. Submissions are encouraged, and can be sent via the Club BBS, or by making other arrangements with the Editor. All submissions should be in ASCII or WordWriter format please, with NO special formatting such as centered text, tabs, or bold, italics, etc. All submissions are due by the 25th of each month. For information on placing ads, contact the Editor at 628-4435.

#### MilAtari Ltd. Bulletin Board

MilAtari Ltd. supports a public bulletin board system. Members and non-members alike are welcome to use the service. When applying for a password for first time use, please allow one week for validation. All requested information must be supplied or the SysOp may exercise his right to deny access. Only real names are permitted. If you are having trouble getting on or around in our system, call one of the officers or volunteers listed above.

MilAtari Ltd. collects 5.5% state and county sales tax on all purchases, as is required by state law.

#### MilAtari Ltd. Officers **Assistants & Volunteers** MilAtari Ltd. Appointed Officers President Lee Musial 462-7557 BBS SysOp Richard Dankert 251-6326 Special Events Dr. Armin Baier 774-1673 Cashier Terri Borchardt 628-4831 ST PD Asst. Carl Verbanac 453-3940 ST VP Bruce Rahlf 483-0464 Editor Michelle Gross 628-4435 ST Supp. PD Bill Janutka 543-7609 8Bit VP Joe Sliker 483-7917 421-2376 ST PDAsst. 466-9341 Pub. Relations Linda Heinrich **Bob Bobinger** Secretary Dave Glish 784-9053 8-Bit PD Michael Koepp 259-0768 IBM PD Ed Newman Treasurer 628-2556 ST PD Dennis Wilson 546-0282 Mac PD Bob Garlock Copyright Mike Fabian Kid's Corner Chuck Dahms 774-8911 Publications Everett Rantanen 327-4393

# Member Profile

# **CHATTING WITH....**

# Rick Janowski

"If I won the Lottery the first thing I would buy is a TT," boomed Rick Janowski. Right now though, he is a loyal 8-bitter, having owned his machine for over 8 years.

Rick has been a member of MilAtari for three years and is a self employed tax accountant. He has an IBM clone which he uses at his business. "The ST is a home computer. It has its limitations because it is not the computer of choice for business. The Atari is for the computer enthusiast."

Rick told me that he bought the most inexpensive "clone" he could find and that it fits his needs. "I don't care for the machine. I don't like MS-DOS. It's so difficult to use." Even now he still uses a DOS manager. "I even bought Digital Research's GEM Operating System for my PC to make it easier to use."

Rick recently purchased a LYNX and is

especially hooked on Warbirds because he feels it is a realistic, slower paced game. "I like playing games and the LYNX is the latest and a popular Atari product. There should be contests held once a month at the meetings."

When not computing Rick enjoys going to movies and reviewing them on other BBS's. He is a big fan of country and western music and a loyal and avid "Trekker." "I have every episode of The New Generation on tape," he beamed proudly. He is also involved with the Boy Scouts and is an assistant Scout Master.

He enjoys being in MilAtari but definitely has a lot of ideas and thoughts concerning our club. "I think too much is made out of PD stuff. It should be dirt cheap or practically free. This is a club and these are the kinds of things that should be a resource or incentive to belong to the club. It shouldn't be a source of income.

That's why members pay dues."

He also feels that we should be an Atari club for Atari users.

As far as MilAtari's future is concerned Rick told me, "I think change is important. If we don't grow we won't learn anything.

The club has to be open to new ideas, to new ways of doing things. We have to find ways of meeting the needs of ATARI users."

All in all his experience with MA has been fulfilling. "I have friends in the Atari community. I've gained a new perspective on where Atari stands. It's good to know there are people out there to share their knowledge and expertise in using Atari products!"

-Linda Heinrich

# MICRO MAGIC INC.

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# No new 8-bit developments? Wanna bet?

Fellow 8-bitters;

I'm sorry that it's been so long since I've written anything here. I've been real busy (and I still am) and I assume the same is true for you as well since none of you have written either (hint). Lord willing, I am planning to bring something pretty interesting to our upcoming monthly meeting. I'm gonna go the whole nine yards and tear apart my whole 8-bit system in order to show off a sampling of some of the magnificent new products produced for us 8-bitters by the good folks at Computer Software Services. What I hope to show:

- 1) The BLACK BOX: The complete interface for the 8-bit Atarian, the Black Box hooks to the back of the 800XL and 130XE computers to provide:
- -An RS232 port which RELIABLY achieves transfer speeds up to 19.2K baud (I know, I've been doing null-modem transfers between my 8-bit and clone laptop at those speeds without a hitch for over a year.
- -A dandy parallel printer port which

allows you to forgo messing with printer DIP switches in order to control features such as line feeds from the Black Box control menu. It also features a button which allows you to dump whatever you see on your screen right to the printer.

- -A SCSI port for connection of hard drives. I've been running a 30 meg Seagate 238R for over two years and it has been fantastic. Programs and data load and save almost as fast as from a RAMdisk.
- -Lots of other nifty features such as a write-protect switch, use of extra memory as a printer buffer, and the ability to peek into (and mess with) programs on your computer WHILE THEY'RE RUNNING!
- 2) The MULTIPLEXER: The Multiplexer (or MUX) turns a collection of individual 8-bit Ataris into a virtual network! A central computer can control common peripherals (ie. hard disk, printer) and allow up to eight other "slave" computers to have use of these simultaneously while running seperate programs. Run a BBS on one slave while not giving up access to

your precious hard drive for your personal projects which you can do on another slave without shutting down the BBS!

3) THE FLOPPY BOARD: My newest toy just arrived in the mail yesterday. The Floppy Board is an addition to the Black Box which allows the 8-bitter to utilize industry-standard (and inexpensive) floppy disk drives on his computer, all the way up to high density 1.44 meg 3.5 inch drives. That's like having immediate access to 16 single-sided, single density disks (ie. on an 810 or 1050) all at once...at much, much higher speeds. Software is included which allows these drives to format, read and write to ST and IBM format disks. File transfers will never be easier!

I hope to bring along a lot more. We are developing a collection of the AIM 8-bit PD software disks, and Version 5.1 of TextPro should be available in our own 8-bit PD library along with a bunch of other stuff I've downloaded over the past few months.

Be there!



# **PUBLIC DOMAIN UPDATE**

MilAtari Ltd. St Public Domain Library Disks are available at the meeting at a price of \$3.50 per disk, and through mail order at \$4.00 per disk. Special package prices may also be in effect at club meetings for certain disks or quantities of disks. The charge for the disks covers the cost of the media and handling, with all proceeds going to support the activities activities of MilAtari Ltd.

Some of the programs on these disks have been released as shareware and are so documented in the programs themselves.

MilAtari Ltd. supports the shareware concept and you are encouraged to make donations to the individual authors should you find their programs useful.

The MilAtari PD Libraries are intended to provide a repository for useful and interesting programs, and each file is tested before inclusion on the disk. We believe that each file is worthy of your consideration. No warranty is expressed nor implied, however, as to their content or usability. Defective disks will be gladly replaced. These disks are made available for sale at the the monthly club meeting and may be ordered in advance by posting a message in the Library Lounge on the club BBS. Librarians of other clubs are encouraged to contact our ST Librarian concerning trading of programs in their respective libraries.

# ST PD

# Dennis Wilson

# **DISK 363 - BOOT DISK**

A selection of accessories and programs for the AUTO folder on your boot disk. This disk is a stand-alone, ready-to-run disk, with all AUTO folder programs in an AUTO folder on the disk.

#### CAPS

An accessory which is a "software capslock led." It should work with any well written GEM application. You will see on the upper right-hand corner of the screen the word "Caps" in light characters. It becomes normal when caps-lock is on.

# DATADIET

A demo of the data compression program from Codehead Software.

# **DCINVERT**

An AUTO folder program which will flash the screen whenever a BELL character (ASCII 7) is printed. This way, if you have the stereo up, are listening to headphones, or just plain have the sound turned off, you can tell when an alert bell is sounded.

#### **DCRESRVE**

An AUTO folder which will reserve a predefined amount of memory when you execute a program. For instance, if you run FLASH! it normally uses all available memory for a capture buffer. With DC Reserve installed and set to reserve 100K, when you execute FLASH!

you will have 100K free RAM in the program for use for other things (like Data Diet and DC Shower).

### FREERAM

Free Ram - A small accessory which tells you the amount of free memory you have available.

# **FUJIMAUS**

FujiDesk/BeeWatch/MousEye (FujiMaus for short) - Three features in one 9K program. FUJI - A Fuji symbol that adorns your desktop whenever there is a menu bar present. In monochrome and ST medium, the Fuji rotates at your chosen preset speed. In TT medium and ST low resolutions, it's a nice rainbow corresponding to all the colors currently set on the desktop. BeeWatch - The desktop busy bee is cute enough, but a little boring mostly, especially during long prints and file copies and whatnot. So, BeeWatch replaces the desktop's busy bee with a ticking watch! MousEye - It's a mouse pointer that likes to look where it's going! If you move the arrow, it will turn into an eye looking in the direction of travel. It looks a little scared too, but cute! You can set the relative motion needed before he looks. If you don't move him around for a while, he'll get lazy and go to sleep. While he's sleeping, every now and then he'll wake up and look to see if you're still around!

## **HOTSAVER V1.6**

A screen saver specially designed to work in conjunction with CodeHead's HotWire program (although it will work quite well without HotWire). It communicates with HotWire to provide special features. many of which are not available from any other screen saver for any computer system. Normally, the screensaver features a bouncing Hotwire logo. The saver on this disk, however, has been modified with Codehead's Hotswap program to show a bouncing MilAtari logo! HotSaver may be configured to save memory (typically 32K) by showing only a black screen. You can also select whether you wish to watch RS-232 (modem) activity so that the screen saver will not kick in while uploading, downloading, or capturing text for long periods of time. Besides modem activity, HotSaver can selectively monitor disk access printer use, text output, and graphics output. You can also use Hot-Saver to automatically or manually park your hard drives. There is a manual "freeze- out" mode, where a special keypress combination will immediately activate the screensaver. Entering a special "code" is the only way to break out. This is a perfect way to keep little fingers from messing up your computer when you have stepped away from it. HotSaver can be installed from your AUTO folder, from the desktop, or as a desk accessory either within or without MultiDesk. On this disk, it has been installed in the AUTO folder.

# LINEUP4

A game based around the famous game of Connect 4. The idea behind the game is to build a row of 4 counters in any direction whilst blocking your opponent's attempts at achieving the same aim. The counters are dropped into any one of the seven columns whereby they then drop down to the bottom of the 'board.'

## STREE V1.04

The ST Filetree Scan Utility V1.04 - An accessory for the Atari ST/STE/TT which lets you search for files on your hard disk matching a specification and then manipulate them using a TT style desktop. Just click on STree in the accessory menu and up pops a dialog box. You can then enter your search specification, including:

1) File mask with full Unix-style

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# ST PD CONTINUED

wildcarding, 2) Drive partitions to search, 3) Path to start searching from on each drive, 4) Depth of folders to search down to, 5) File attributes (read only, hidden, system & archive), 6) Date stamp range, 7) Time stamp range, 8) File size range, and 9) ASCII or hex strings to search for within a file.

# **SPELLONE**

A dictionary program.

# **SUPERBOOT V7.4**

Superboot is an AUTO folder program which allows you select the AUTO folder programs and accessories you wish to load at bootup time. In addition, you may select the DESKTOP.INF file you wish to load from among various ones you have saved, perhaps one for each resolution. The last major release, Ver 7.0 was a major upgrade, adding for example matching picture and sound file loading at bootup. This version, along with various sound and picture files, is on Disk 311. The major goal of Ver 7.2 was to make Super Boot compatible with all models of ST's and STE's and all versions of TOS and in all built-in resolutions. This version corrects a number of bugs found in Ver 7.2. It also adds a configuration option to rotate loading of sound and picture files from those found on the boot disk or partition. Previously, one set might load more frequently than others. Please note that the sound and picture files found on Disk 311 are not duplicated on this disk so as to allow additional programs to be featured on this disk.

# **SWAPDEMO**

Hot Swap Demo - This is a demo of Codehead's program to change the Hotsaver screen saver animations. This demo allows you to load in sample "icons" on this disk into the program and view them. The commercial program allow you to use Degas pictures to make icons and then install them into Hotsaver.

#### **WPTOOLS**

Word Processing Toolkit - This desktop accessory is designed to complement 1st Word, but it's features could be useful while in most word processors. When run, a panel of buttons appears: 1) Alarm - This can be set to go off at any time up to 12 hours ahead, by typing in the

required time in the field where the cursor is, 2) Printer - This allows you to select between 2 printers, so that you can print your masterpiece in draft or final mode, 3) Word Count - So that you can tell how long your masterpiece is. Will count words in 1st Word documents or ASCII files, 4) Free Ram - Displays how much RAM is currently available, 5) Relabel - Allows you to change the volume label of a floppy disk. Nothing particularly to do with Word Processing, but there is no facility in GEM for doing this, 6) Format - Allows you to format a new disk without leaving the word processor, 7) Undelete - For when you accidentally delete your masterpiece, and 8) Blackout - A screen saver which simply blanks out the screen if you have to leave your computer.

# **DISK 364 - GAME DISK**

# **ADDUP**

A variation on the popular Tetris game. Blocks fall in groups of three. The object is to make 3 consecutive blocks add to 15 in either a horizontal, vertical, or diagonal row. When this occurs, the blocks dissolve and any remaining blocks above fall downward. The second objective is to avoid 3 consecutive blocks that add to 14. When this occurs, the blocks are marked with X and cannot be eliminated from the game.

# **BOAT**

A three-quarter view scrolling arcade game. In this one, you are a Viking disembarking from his ship into battle. CROSSWRD

Crossword Editor ST V2.0 - An easy to use, GEM based crossword- creation program. This program has been designed to be used by anyone interested in crosswords. Whether you want to design or solve crosswords, then this program will prove of use. This program works in medium and high screen resolutions. It should also work on any monitor/graphics system that sets up GEM properly. The program can be used in two ways. Firstly, you can solve crosswords in "Solve mode". Secondly, you can create and print your own crosswords in "Create-mode."

#### HOTWHEEL

Hot Wheels - A fast action car racing game in which you take the wheel of a spanking new Ferrari 348. One player can practice a track on their own or race against two computer-controlled drones. Alternatively, two players can compete at the same time using a split-screen display. In 2-player mode, one drone can be added to the race. Hot Wheels will run on any ST, but if you 1 meg memory or more, there will be much less disk accessing.

## **PUZZMANIA**

A puzzle game where the object is to turn on the generator for each level and to trap any droids. Only when this is done can you go through the door to the next level. If you run out of time, you will lose a life and have to restart that level.

#### SRNDPTY

Serendipity - According to the author, this is one of the simplest games ever invented, not to mention one of the silliest. The object of the game is to attempt to place colored counters onto the board in lines of e, vertically, horizontally, or diagonally. Some nice sound effects. If you're sensitive to insults when you make a stupid move, then forget this game!

### **DISK 365 - GAME DISK**

#### 21

A game of Blackjack where it's you against the computer. The game creates a data file to keep track of you winnings. **REVENGE** 

Revenge of the Mutant Camels - A colorful, side-view scrolling arcade game. In this one, you are a rather threadbare-looking camel. If you are playing CPU Assist or Two-Player, you are accompanied by a large shaggy goat creature called an Ancipital, which stalked C64 screens long before Psygnosis ever did Shadow of the Beast. You are the Good Guys. Your mission is simple: Stay alive through 42 zones of 7km each. These zones are populated by rampant telephone kiosks, skiing kangaroos, butch Greenham Common Peace Women, manic Minters, flying

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# ST PD CONTINUED

sheep and all the usual nonsense. These are the Bad Guys. They try to kill you off. You, naturally, in keeping with the traditionally calm, rational and thoughtful nature of videogames, get to waste them with lots of spectacularly destructive weaponry.

#### ROCKFALL

A game based on the classics Boulderdash and the Repton series. The basic idea of the game is to collect all of the diamonds in each level. You do this by simply walking over them with your character. The first hazard you will come across comes from the boulders. They fall whenever they are unsupported, and they can also roll off other objects which aren't level. If a boulder falls on your head, then it's bye-bye to one of your lives. Boulders are also they key to finishing the levels. It will be necessary to move them to strategic positions within the levels. No game is complete without some nasties. There are two nasties in Rockfall, which are monsters and Pulsators. This is a colorful, addicting game with many puzzles combined with arcade action.

# STCOD

Another side-view scrolling arcade game. In this one, you're a fish hopping over obstacles to collect the prizes.

# Don't forget to



visit our snack bar!

# SYNTAX ERROR

If humans invented computers, and program them by our own design, then how come I must learn its language-

Why can't the computer learn mine?

-Cathy Drinkwater Better

# SPRING HOUSE CLEANING AND INVENTORY REDUCTION SALE!

As most of you who arrive early for the meetings know, we have a lot of made-up-for-sale disks being carried in our inventory. Naturally, they have to be lugged to and from the meetings. After a certain point, that gets to be quite a burden. To help alleviate matters, and to reduce the amount of club capital being tied up in these disks, we will be having a sale to sell off the existing stock of Disks 1 through 300. For the next three months (May - July meetings), the on-hand copies of these disks will be sold off at \$1 apiece! Those familiar

with the history of the PD library know that these disks are single-sided. We switched over to double-sided disks with Disk 301. With the proliferation of double

sided drives,

double-sided PD disks are now the norm. Effective with the May meeting, the selling price of the first 300 disks will therefore be halved to \$1.75 each. These disks will be made up at the time of purchase, thus reducing our need for a large on-hand inventory.

As a kick off to this sale, will be

providing an additional incentive to our regular customers. Bring the newsletter with your address label on it to the May meeting and receive an additional \$1 off your purchase of over \$10. If you are an A.I.M. subscriber, your newsletter will also get you \$1 off the latest monthly A.I.M. disk.

# ST SUPPLEMENTAL

Bill Janutka

# **FONTMANIA!**

# DISK 061 FONTS FOR PAGESTREAM (DS)

Cottonwood, Cryptfont, Hal, HEBREW2, HEBREW5, Lubalin Graph, Old English, REVUED, Script, and SEGMENT.

# DISK 062 FONTS FOR PAGESTREAM (DS)

Artistic, Binner, Colombia, CRACKLING FIRE, Creative, Crillee, DAVYSRIBBONS, Dragonwich, Faustus, FutBlk, Futura-XBold, Graphic Light, Inkwell, Manzanita, MediciScript, Swansong, UnivRmn, Wilkes Barre Windsor Demi, and ZALESKICAPS.

# DISK 063 FONTS FOR CALAMUS (DS)

Albatross, ANN STONE, Arabian, Caligula, Suizo, Suizo Italic, Tiempo, Tiempo Bold Italic, Tiempo Bold, and Tiempo Italic.

# IBM PD

# May IBM - True Blue

# Tom Bardenwerper

This month's disks are a collection of higher-end IBM programs. The disks are 1.44 meg HIGH DENSITY format. Many of these programs require the Microsoft Windows 3.x operating system. Most of the programs require VGA graphics and although some of them will run on a 4.77 Mhz 8088 XT, a 286 or better machine is recommended. Most ST emulators do not meet the minimum requirements to run this software. This collection of five disks is being released as a market test, to see how many members are interested in higher-end IBM public domain software.

# MilAtari IBM Library Disk #015

ICOMAGIC.EXE: Icon Magic gives you the ability to make professional icons for Microsoft Windows. The numerous drawing tools allow you to create your own 16-color (including Clear and Inverse) icons, edit standard icon (\*.ICO) files, and modify icons captured from executable (\*.EXE) files or directly from the screen.

VGA IMPROCES.EXE: Do you have a SVGA video card? Tired of software that won't use your SVGA modes? The following video cards are supported by IMPROCES: Ahead, ATI, Chips & Tech, Everex, Paradise, Trident, Tseng (both 3000 and 4000 chip sets) and Video 7, any card w/ VESA capability. Modes from 320x200x256 through 1024x768x256 are supported IM-PROCES has many features: Image contrast enhancement, Histograms, Sharpening by convolution, Custom filters, Full control of the VGA palette, Clipboard, Five Fonts in five sizes, FAT BIT editor, many drawing tools, flips, mirror, Color Cycling, Plasma and terrain fractals, SVGA modes, UNDO, XMS/EMS support, on and on and on. This is a feature packed program. Take the time to master it and you be producing images that you never dreamed of! The best thing about IMPROCES is that it is easy to use and it is fun to play with!

VGACAD (Directory) Supports: VGA, Super VGA

VGACAD.EXE: VGACAD is a full featured, full color graphic editing package. Load pictures from a variety of file formats such as .GIf, .TIF, ect. Pick a brush style, color, magnification or experiment with the processing functions.

VIEWER3 (Directory) For Windows VIEWER.EXE: A nice text file viewer and editor for Windows.

#### MilAtari IBM Library Disk #016

AFA-ORB (Directory) Supports: VGA ORBIT.EXE: An excellent satellite motion simulator written by our United States Air Force Academy's Astronautics Department. Allows input and displays position data, then plots two high resolution animated graphic images. The first is a globe with the satellite revolving around it at the correct angle of inclination. The other is a cylindrical projection map of the earth with the satellite moving over it producing the typical sine wave type pattern as it travels.

PCTRACK (Directory) Supports: EGA PCT.EXE: You now have the easiest to use, least expensive, satellite tracking package available in shareware. The capabilities provided by PC-TRACK were previously limited to programs which were hard to use, expensive, and designed for mini-computers. Now you can graphically track your favorite terrestrial satellites with ease, accuracy, and money left in your pocket. PC-TRACK is

a general purpose satellite tracking package designed to take the complexity and confusion out of finding where an earth orbiting satellite is in space and providing the antenna pointing data necessary to transmit signals to or receive signals from them.

SKY121 (Directory) Supports: CGA, EGA, VGA, 80X87 Math co-processor recommended

SKY.EXE: A really nice astronomy sky plotter. Input time, date, latitude, longitude. The program displays stars up to magnitude 9 and can draw the constellation lines. View NGC objects, change the scale and search for objects with this fascinating program.

STARWARE (Directory) Supports: EGA, VGA, 80X87 Math co-processor recommended

STARWARE.EXE: A very easy to use planetarium program. View stars and planets together in this colorful high resolution simulator. Rotate around the sky and change the magnification to view different parts of the sky. Use the mouse pointer to identify objects! This program has one of the best sky displays I have seen, star colors are true to life, and the perspective is very realistic.

# MilAtari IBM Library Disk #017

ADLIB (Directory) For the ADLIB sound board ADLIB is a folder that contains music composed on the Ad-Lib Personal Music System and instrument files necessary to play the music. There are seven original compositions and three instruments included. The compositions vary in style and length, and were all written by Michael W. Bay. The instruments can be used for your own compositions on the Adlib sound board, and the songs can be played using the FMSOUND software listed below.

BLITZER (Directory) For Windows
BLITZER.EXE: Blitzer is an arcade style
shoot-em-up helicopter game for Windows.
Your chopper moves over scrolling mountains and you use the mouse to fly up and
down, reverse direction, and fire your
weapons.

# IBM PD CONTINUED

DAILYCAL (Directory) For Windows **DPSETUP.EXE:** Welcome to Daily Popup the original "laugh-a-day popup calendar" program for Windows! This sampler includes 15 panels of Daily Herman by Jim Unger and 15 panels of Daily Briefcase by John Louthan.

System requirements: o Microsoft Windows graphical environment version 3.0 or higher. o IBM or compatible, with a 286, 386 or higher processor. o IBM VGA or any video adapter supported by MS Windows (except CGA). o MS Mouse or compatible (optional). o 1MB RAM. o Hard Disk (2MB).

FMSOUND (Directory) For Windows PLAYER.EXE: Player allows you to queue multiple songs for playing through your Adlib Music card or your Creative Labs Soundblaster card under Windows 3.0. Player plays standard ROL music files in the background so that you may play music while continuing to use Windows 3.0 programs. ROL files are files in a format used by Adlib Inc. for storing song information. These files may be found on various on-line services such as GEnie and Compuserve and are available on many of the music support BBS's around the world. We have included a number of ROL files with this set of files so that you may get started playing music right from the start. The included file IN-STALL.DOC has the number of a BBS where you may find ROL files.

SMITH12D (Directory) For Windows SETUP.EXE: Why use a tool like Money Smith? You may not need it? If you are already financially secure, are not worried about where your money is coming from or going to, and not interested in establishing a budget or tracking investments there is no reason to use this product. Unfortunately, the rest of us do need a tool like Money Smith to help us better manage our Money and make financial decisions. Money Smith is a full featured tool for financial management. It is scaleable. You are not forced to use features you don't want to use. If you don't want a budget, don't establish one. If you don't care about account categories, don't use them. If you'd rather track your investments using a spread-sheet, then you are not forced to enter them here. We designed it to be simple, but we have the features to satisfy the more demanding users. My advice: start small and learn the advanced features as you go. The key is to start and start soon. If you start now, you'll have a base of information to make decisions from. If you start later, you'll continue to make many of your decisions blindly.

# MilAtari IBM Library Disk #018

FRACTINT (Directory) Supports: Hercules, CGA, EGA, VGA, Super VGA FRACTINT.EXE: This is the latest version of FRACTINT, V.16. If you have ever wondered about the beautiful world of fractal images this is probably the best program available in the commercial or PD market. FRACTINT plots and manipulates images of "objects" -- actually, sets of mathematical points -- that have fractal dimension. These sets of points have three important properties: 1) They are generated by relatively simple calculations repeated over and over, feeding the results of each step back into the next -- something computers can do very rapidly. 2) They are, quite literally, infinitely complex: they reveal more and more detail without limit as you plot smaller and smaller areas. Fractint lets you "zoom in" by positioning a small box and hitting <Enter> to redraw the boxed area at full-screen size; its maximum linear magnification" is over a trillionfold. 3) They can be astonishingly beautiful, especially using PC color displays' ability to assign colors to selected points, and (with VGA displays or EGA in 640x350x16 mode) to "animate" the images by quickly shifting those color assignments. For a demonstration of some of Fractint's features, run the demonstration file included with this release (DEMO.BAT) by typing "demo" at the DOS prompt. You can stop the demonstration at any time by pressing <Esc>. The name FRACTINT was chosen because the program generates many of its images using INTeger math, rather than the floating point calculations used by most such programs. That means that you don't need a math co- processor chip (aka floating point unit or FPU), although for a few fractal types where floating point math is faster, the program recognizes and automatically uses an 80x87 chip if it's present. It's even faster on systems using Intel's 80386 and 80486 microprocessors, where the integer math can be executed in their native 32-bit mode. Fractint works with many adapters and graphics modes from CGA to the 1024x768, 256-color XGA mode. Even "larger" images, up to 2048x2048x256, can be plotted to expanded memory, extended memory, or disk: this bypasses the screen and allows you to create images with higher resolution than your current display can handle, and to run in "background" under multi-tasking control programs such as DESOview and Windows 3.

STREETS (Directory) Supports: CGA, EGA

STREETS.EXE: This is a very nice road map program. With STREETS you may make your own complex street maps, mark locations of interest, and create travel routs. STREETS is a sophisticated program capable of displaying great detail. Included as samples are a map of the major U.S. highways, and a complete and detailed map of Chicago. The zoom function is one of the programs nicest features, as you zoom in on Chicago a wealth of information is displayed.

# MilAtari IBM Library Disk #019

LATHE (Directory) For Windows LATHE.EXE: Lathe (also MicroLathe) is an easy-to-use 3D modeling tool that allows you to create three-dimensional objects using the metaphor of the carpenter's lathe. Lathe View: The Lathe View is used to create the outline of an object. This outline will be spun 360 degrees in lathe fashion about its axis (in this view, the bottom edge of the ELathe window) to create a three-dimensional object. The outline of a ELathe object is composed of several

to page 10

# Mac Attack Bob Garlock

File Compression.....

All Atari users are familiar with ARC and maybe LZH, ZOO, ZIP, etc. These programs and their numerous shells are used by everyone who uploads and downloads files over their phone lines. The Mac world uses their own unique method. Why would they even want a format similar to anyone else? Only the Mac god of the two bombs knows.

The most popular program is one called STUFFIT. This is a complete program and not a shell over a compression program. It does everything the latest versions of ARCSHELL is capable of plus. Probably the most interesting feature is that it can create self extracting files. This makes uncompressing a file very simple. Just click on the icon and it automatically uncompresses the files without having to even have a copy of STUFFIT. The original STUFFIT was written by a high school student as

shareware. STUFFIT Deluxe is now a commercial program that costs about \$25.

Icons....

Speaking of icons, anyone who has seen or used a Mac has probably seen that each program has its own special icon. This special icon is part of the individual file and not the operating system as is done in the Atari world. When a programmer writes a Mac program he uses a resource editor to create the icon he wants to identify his program. The Mac operating system then uses the custom icon. If unavailable, a generic icon will be substituted. I really like this feature. I wish the Atari was capable of this one feature. I finally found something that I think the Mac really does do better!

# **SPECTRE DISK #11**

# Digi Sim

This program is useful in the designing

of electronic circuits and especially those with integrated circuits. Not for everyone but anyone taking any electronic courses will find it useful.

# **Pipe Dream Demo**

A playable Demo of the Lucasfilm Co. game PIPE DREAM. This demo just allows you play a few selected levels and not the whole game. It's a nice arcade game.

## **SPECTRE DISK #12**

# Synchronicity Demo Ver. 2.02

The personal strategy tool based upon the Book Of Changes and Jung's principle of Synchronicity. That's a quote. If you understand that, then this is one for you. Nice mind exerciser.

# Surgery Ver. 1.6

It's like the Kid's game of "Operation." Fun for the kids.

# IBM PD CONTINUED

straight line segments. To create the initial line segment, click the mouse in the ŒLathe window at the first endpoint of the segment. A dot will appear. Move the mouse to the second endpoint of the segment and click again. A line segment will be drawn between the two endpoints. 3D View: When your outline is complete, select the "3D View" option from the "View" menu, or click the "3D View" button in the Control Panel. The outline you created will be spun about the X axis and the resulting three-dimensional object will be displayed centered in the ŒLathe window. The Control Panel is used to vary the object's appearance and position. The object can be viewed as a wire frame, with hidden lines removed, and in shaded color. Lighting can be adjusted and the object can be moved in all directions. The program also automated animation feature.

PS150 (Directory) For Windows

PS.EXE: Over the last decade numerous painting programs and computer scanners have provided you, the user, the opportunity to acquire thousands of pictures to be used as you desire. The format of the files that these pictures are saved in vary widely. There is no standard to these picture files. This results in your ability to acquire pictures for which you have no program that supports that particular file format. Paint Shop was designed to help you make use of those files. Paint Shop is a Windows Program. Its purpose is to allow you to display, print, alter and save pictures that use various picture file formats. With the advent of the graphical user interface, you now have the ability to create high quality documents without the high priced desktop publishing programs. For example, you can use Paint Shop to open a PCX file, dither the picture to black and white, mark off the part of the picture you desire, copy that part to the clipboard, and paste it into Microsoft's

Write. Use Write to put the text into your document, then print the document. You have just done desktop publishing with what was provided in Windows and Paint Shop.

UC3C (Directory) For Windows UNICOM.EXE: This is Unicom V.3 for Windows. Unicom is a full featured professional quality telecommunications program. The program lets you make dialing directories, Bat files, and supports Xmodem, Zmodem protocols, and ANSI, VT-52, VT-100 terminal modes. This program has dozens of other features, if you use Windows 3.x, you want this program!

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> > 1:30 - ? ST Round Table 8-Bit SIG

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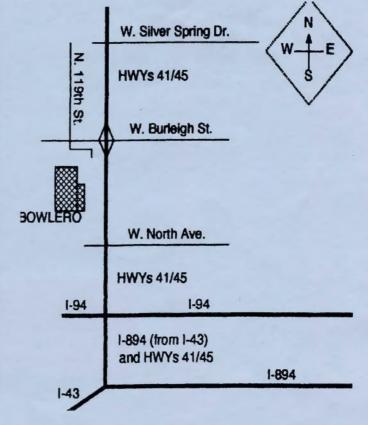
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